



BEYOND GOOD & EVIL™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

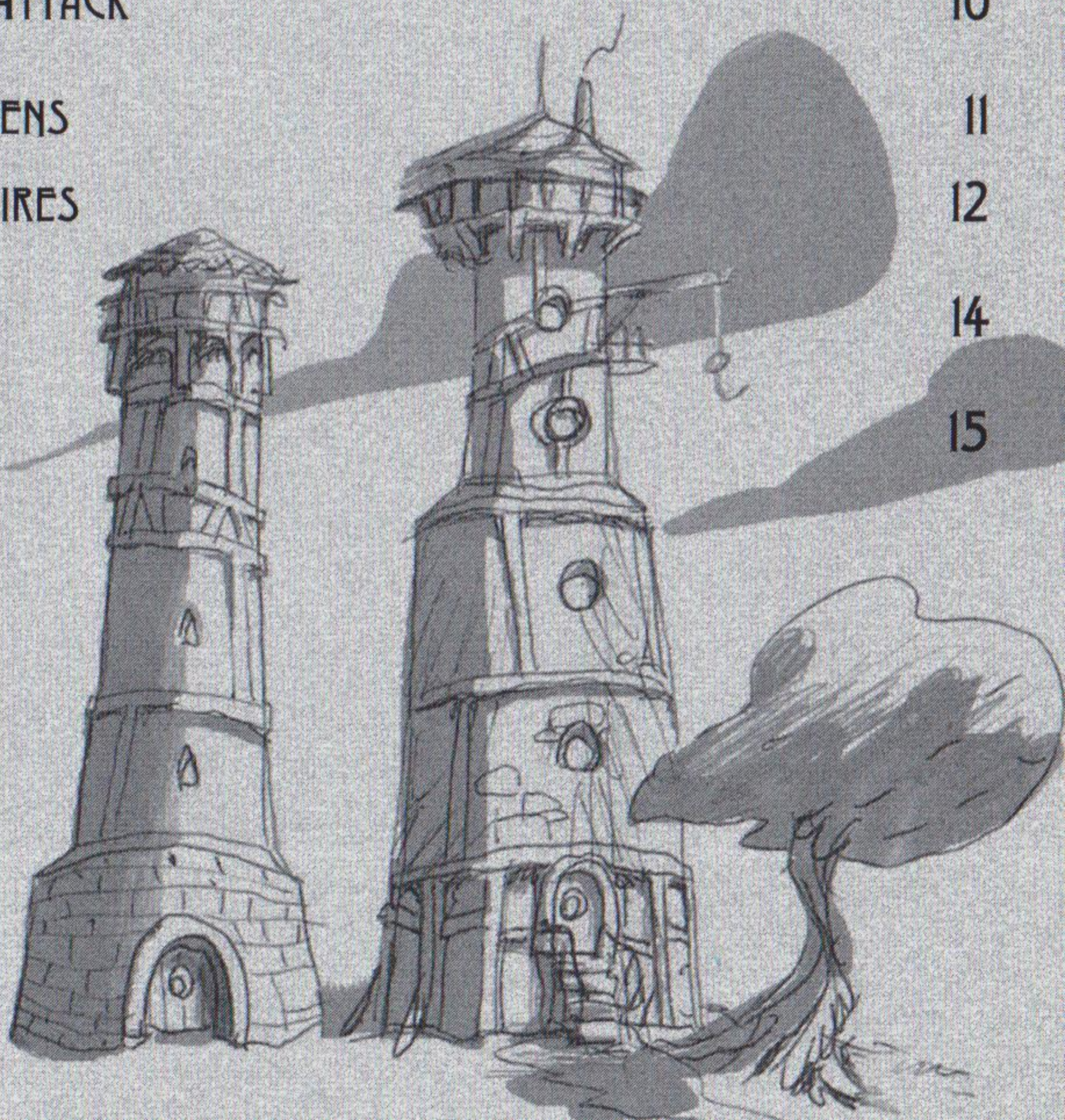
SLES-51917

1 player only • Memory Card (8MB) (for PlayStation®2) : 470KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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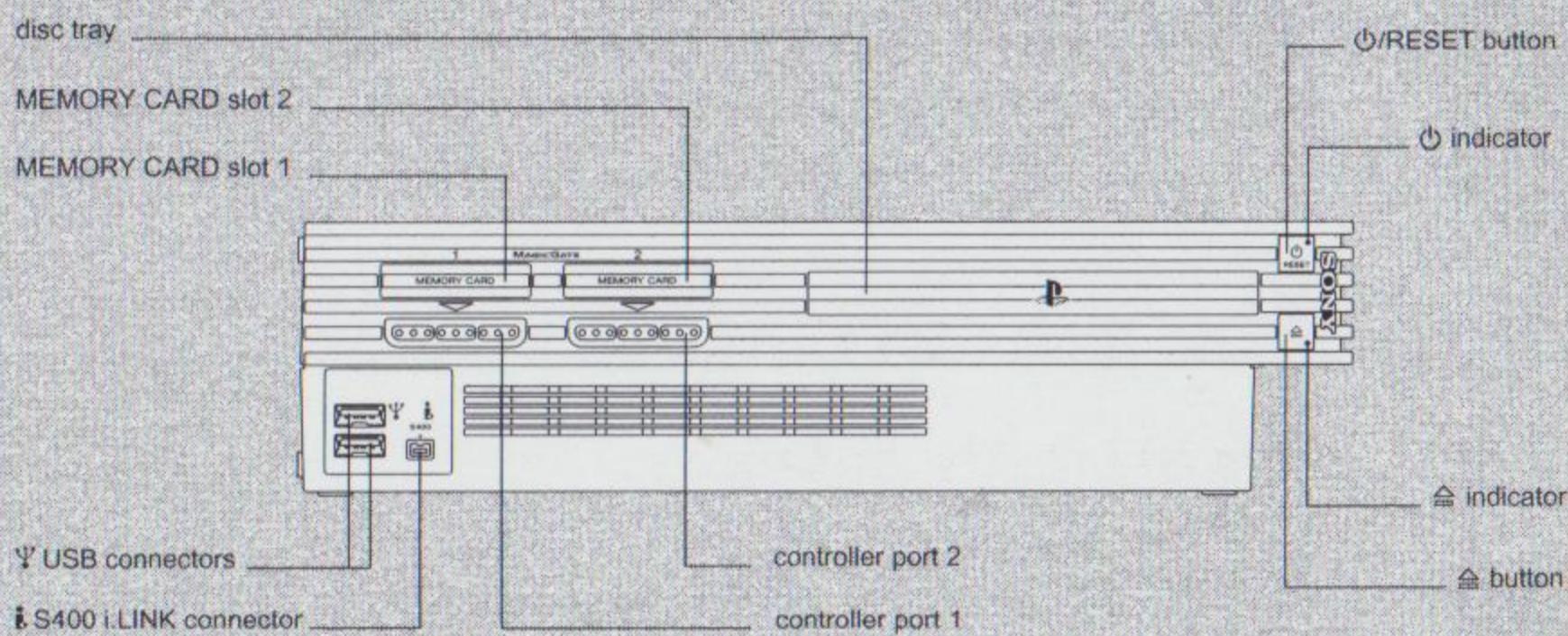
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INSTALLING AND STARTING UP

Setup your PlayStation® 2 Computer Entertainment system according to the instructions in the instruction manual. Before inserting the **BEYOND GOOD & EVIL** game, you should switch on the console with the **MAIN POWER** switch located at the rear. Press the /RESET button. When the  indicator is green, press the  button. The disc tray opens. Insert the **BEYOND GOOD & EVIL** disc and close the disc tray again.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Only **MEMORY CARD** slot 1 is supported.

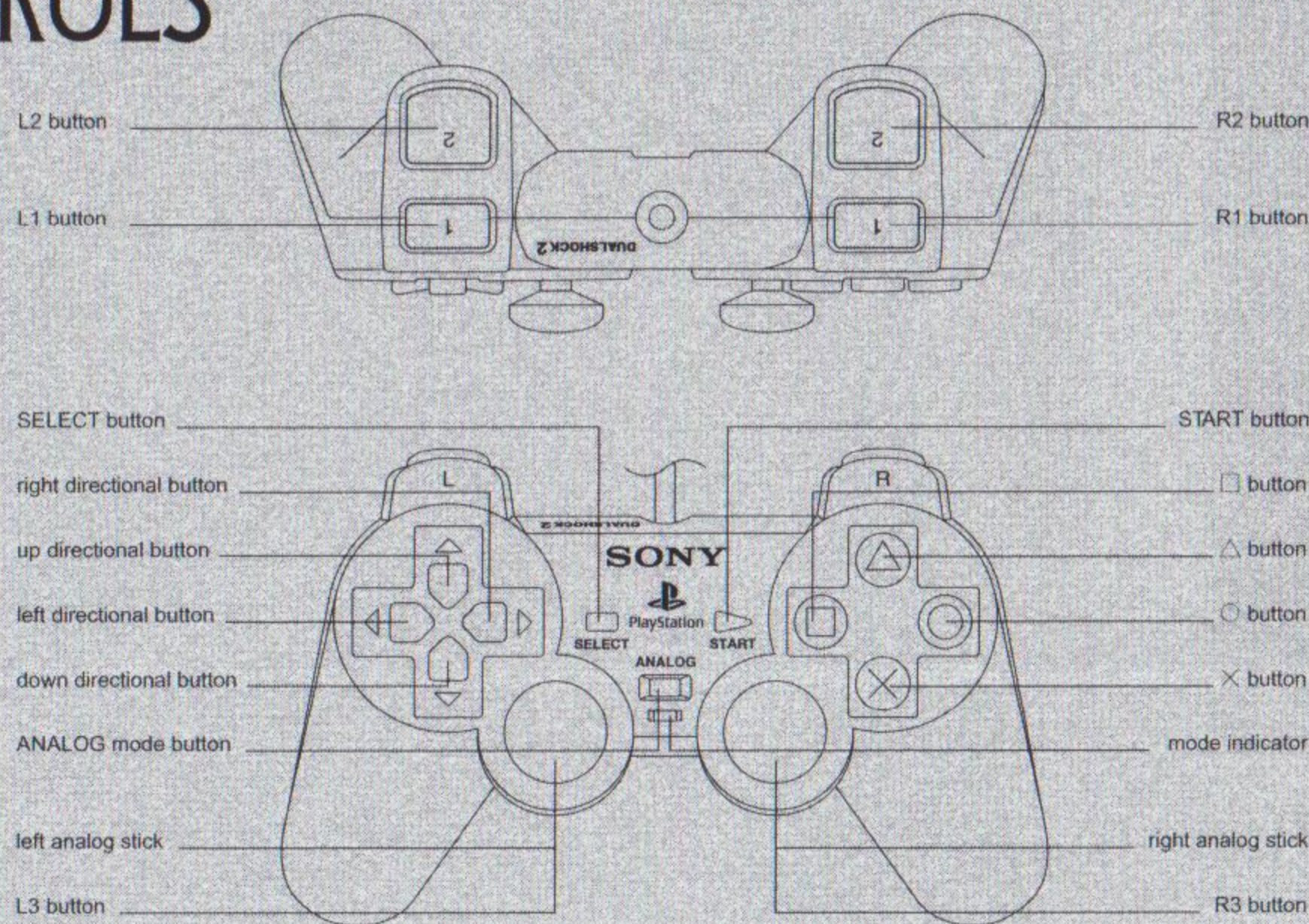


NAVIGATING IN THE MENUS

To navigate in the **BEYOND GOOD & EVIL** menus, use the left analog stick. To validate a selection, press the  button. To go back to a previous page, press the  button. To obtain further information about an object, press the  button.

***BEYOND GOOD & EVIL** does not support all analog controllers. Only the analog controller (**DUALSHOCK®2**) is compatible.

CONTROLS



THE STORY

Every day on the planet Hillys, the DomZ attacks strike the population. The Alpha Section intervention troops seem incapable of protecting the people. You play the part of Jade, a young reporter with a mysterious past. Will you succeed in saving the planet Hillys and unveiling the secrets of the DomZ invasion? Your best weapons are your camera, your faithful companions and your desire to reveal the truth. But watch out! The dividing-line between good and evil is sometimes very thin indeed!

BEGINNING BEYOND GOOD & EVIL

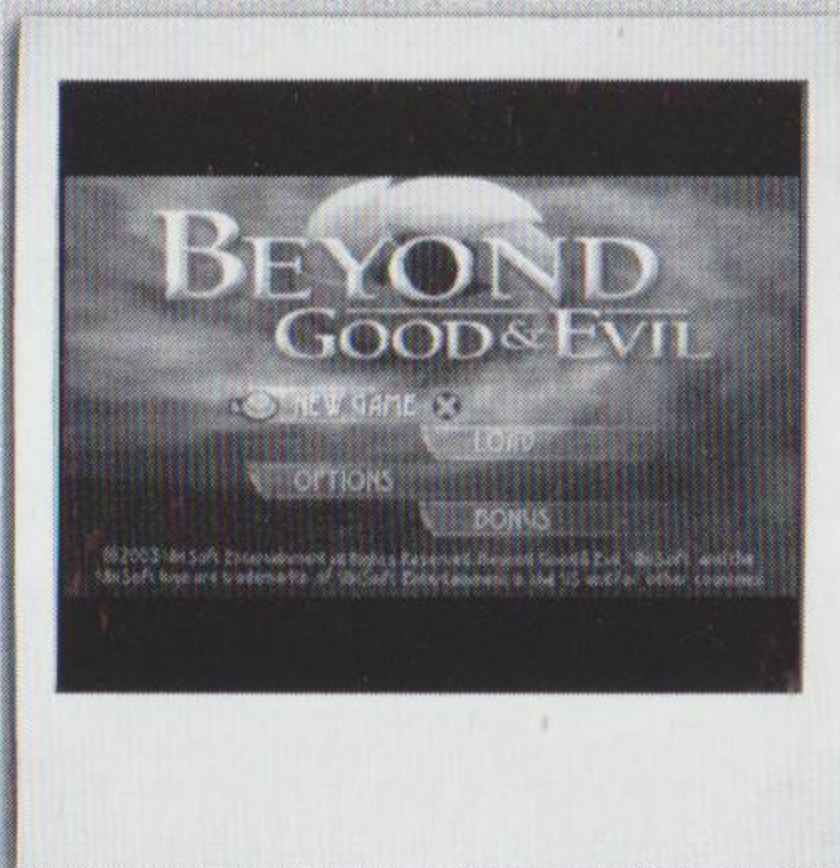
LANGUAGE SELECTION

When you start up BEYOND GOOD & EVIL on your console, the first menu allows you to choose from several different languages. Select the language of your choice with the left analog stick, then validate your selection by pressing the  button. If you happen to make a mistake when selecting a language, you must restart the console by pressing on the /RESET button.

STARTING THE GAME

When you have selected a language, the start-up menu appears automatically. Select "New Game" to start the game and validate by pressing the  button. If you have already started a game, select "Load" to start up from a previously saved game.

Caution: you are strongly advised against inserting or removing an accessory while the console is switched on or when a game is in progress.



START-UP MENU

Select "New Game" to begin a new game.

Select "Load" to access a previously saved game. Of course, this option is only possible if a memory card (8MB) (for PlayStation®2) is present and if you have previously saved a game. To go back to the main menu, press the  button.

* Note that the  button is always used to go back to a previous page when you navigate in the different BEYOND GOOD & EVIL menus. Select "Options" if you wish to configure the game's Sound, Video & Controls settings.

NEW GAME

Select "New Game" in the start-up menu to begin a new game, and confirm your choice by pressing the  button. **BEYOND GOOD & EVIL** will start up automatically.

LOADING AN EXISTING GAME

Select "Load" in the start-up menu to access a previously saved game. A menu appears showing all your previously saved games. You can save up to 5 different games. Select the game you want with the left analog stick and validate your choice by pressing the  button.

OPTIONS

Select "options" in the start-up menu to set the game volumes, remove the subtitles or change the settings for your analog controller (DUALSHOCK®2). For all the Options screens, use the  button to go back without making any changes, use the  button to save changes and exit options.

VOLUME SETTING

Choose Volume in the Option screen and set the volume with the left analog stick. You can also change between mono and stereo modes by selecting the Mono/Stereo option with the left analog stick and confirming your choice by pressing the  button.

To remove or display the subtitles, select the Subtitles option with the left analog stick and choose Yes/No by pressing the  button.

CONTROL SETTINGS

Select "Controls" in the Options menu and validate by pressing the  button. You can choose to change the Vibration function of your analog controller (DUALSHOCK®2), as well as the Camera and Aiming modes (normal or reversed). Select the configuration of your choice with the left analog stick, then change the mode by pressing the  button.



VIDEO SETTINGS

To test whether your television is compatible with progressive scanning mode, select the "Video" option with the left analog stick and confirm by pressing the  button. Next, choose between Yes/No in the Progressive Mode option. A test will be launched, lasting a few seconds. If nothing is displayed on the screen, your television is not compatible with progressive scanning mode.

LOADING & SAVING

LOADING

You can load another game at any time provided you have inserted a memory card (8MB) (for PlayStation®2) containing a saved game in MEMORY CARD slot 1.

To do this, press your controller's START button to display the main menu, then select 'Load' and validate with the  button to open the loading screen. Next, choose one of the saved games and validate.

Caution: if you have not saved the current game in progress before loading one of your saved games, it will be lost.

SAVING

To save a game in the BEYOND GOOD & EVIL universe, you must find one of the saving markers distributed in different places on the planet Hillys. These saving markers can also be used to read the Mdisks that Jade is carrying. One of these Mdisks (the green one) is specifically intended for saving your games.

To be able to save a game, you must first insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.

To save a game, position Jade in front of an Mdisk player and press the  or  button to use the player. Move down through the different Mdisks in your possession using the left analog stick, choose the saved game Mdisk and validate by pressing the  button or cancel by pressing the  button. Then simply follow the instructions on the screen.

MAIN FUNCTIONS OF THE ANALOG CONTROLLER (DUALSHOCK®2)

Left analog stick: to move Jade or her vehicle in any direction.

Right analog stick: to direct the camera, zoom in and zoom out.

Press the right analog stick to position the camera behind Jade.

R1 button:	Look Mode, shifting into Camera Mode.
R2 button:	Race or Acceleration Mode.
START button:	to access the game menu or Pause during the game.
SELECT button:	to access the menu for objectives, e-mails, cards or detectors.
X button:	to validate, contextual actions, Super Attack, take a photo, shoot, lock onto a target.
O button:	to use a selected object.
Square button:	to roll or dodge with Jade or jump with the hovercraft.
Triangle button:	to go back to a previous page, to ask companions for an action.
L1 button:	crouching/stealth mode.
Directional buttons:	to select objects in the inventory or a companion.

CONTROLLING JADE

To MOVE Jade, shift the left analog stick in the direction of your choice.

To RUN, press the **R2** button at the same time.



To **MOVE STEALTHILY**, shift the left analog stick in the direction of your choice while pressing the **L1** button. In this mode, Jade remains crouching down and makes less noise when she moves.

To **JUMP**. Most of the time Jade jumps over precipices and other obstacles automatically. In some cases, however, you will have to direct her and press on the **X** button.

To **ROLL** or **DIVE**, press the **□** button. Rolls also enable you to avoid attacks from certain enemies.

To **FLATTEN YOURSELF AGAINST A WALL** and move along it, approach the wall and Jade will flatten herself against it automatically whenever possible. Then use the left analog stick in the direction of your choice.

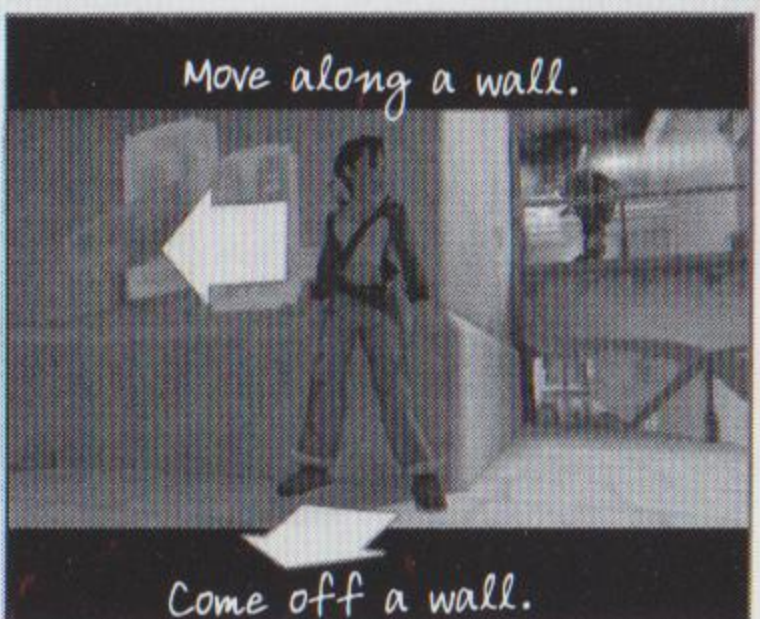
To **HANG ON** and **CLIMB** ladders or vertical walls, move up against the surface with the left analog stick and Jade will jump and hang on automatically. You may then climb by pushing the left analog stick up or come down off the wall by pushing it down.

To **PUSH** a heavy or imposing object, position yourself against the object and move Jade in the desired direction using the left analog stick. In some cases, the objects to push are too heavy and Jade will have to ask her companions for help.

To **SMASH IN** or **FORCE** a door or a grate with the foot, move Jade against the opening with the left analog stick and press the **X** button.



L1 / **L2** button to crouch down



To TAKE A PHOTO, press the **R1** button to shift into Aiming Mode, use the right analog stick simultaneously to zoom in or zoom out and focus, and – when you're happy with the framing – press the **X** button to take the photo.



Subject incorrectly centred.



Subject correctly centred.

To direct Jade when fighting, see the Combat & Special Attack section.

CONTROLLING COMPANIONS

Jade is nearly always accompanied by one or two companions who help her in her quest for the truth. They try to assist her to the best of their abilities, following her and acting for themselves whenever possible, but sometimes you have to ask them to perform a specific action to use a particular power or object in their possession.

To ask a companion to perform a specific action, press the **△** button. When several companions are accompanying her, choose one of them with the up and down directional buttons.



CONTROLLING VEHICLES

For the most part, the vehicles are controlled in the same way as Jade: she is the one who is at the controls. In the course of the adventure, various accessories appear to improve their abilities.

To DRIVE a vehicle, shift the left analog stick in the direction of your choice. To ACCELERATE, press the **R2** button simultaneously.



To shift into INTERIOR VIEW mode, press the  button. This also allows you to use the compass to find your way around the planet Hillys more easily.

To DRAW ALONGSIDE a quay in the hovercraft, press the  button.

To SHOOT, press the  button. When you have installed the neutralizing cannon, you will also be able to hit a larger number of targets by LOCKING on to them. To do this, move towards the target and keep the  button pressed down for a few moments until the sights appear, then release.

To JUMP over an obstacle or reach steep paths, press the  button.

To TAKE A PHOTO from a vehicle, press the  button to shift into Aiming Mode and use the right analog stick simultaneously to zoom in or zoom out and focus. When you are happy with the framing, press the  button to take the photo. You cannot move around in Photo Mode.

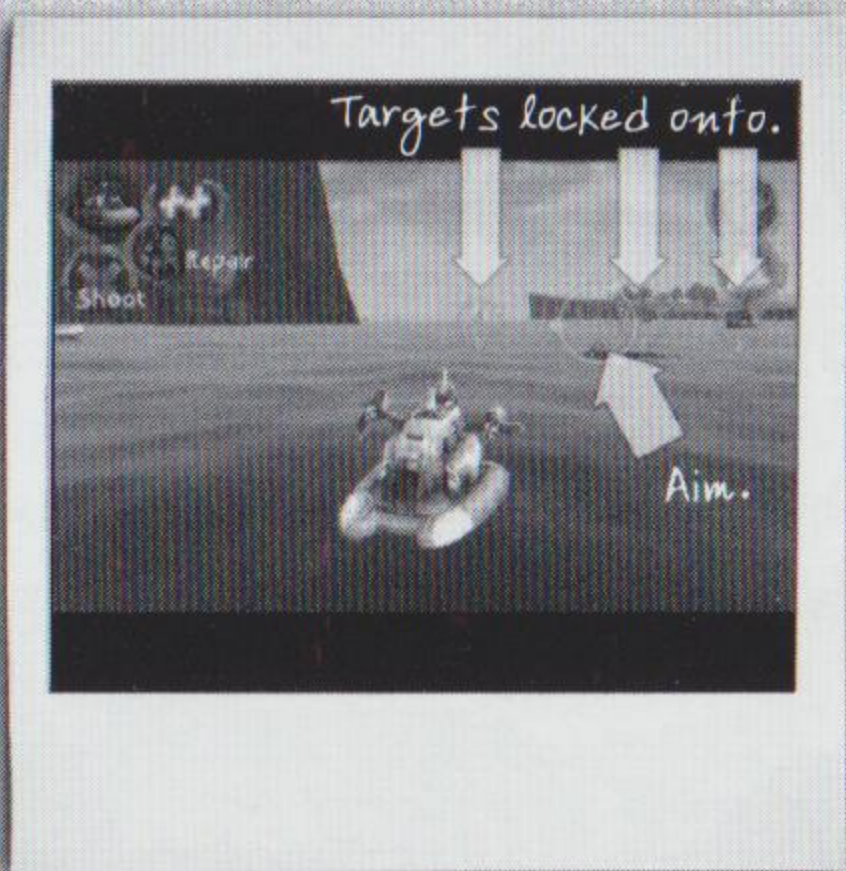
To RELEASE the hovercraft from the ship when you are on water, press the  button. To reconnect the hovercraft to the ship, position yourself under the ship that is waiting on automatic pilot and press the  button.

CONTROLLING CAMERAS

By default, the camera follows Jade or her vehicles and positions itself automatically to provide an optimum view of the situation. You can also use the right analog stick to turn the camera round: this is very practical in certain game sequences for anticipating dangers or enemies.

To shift into LOOK MODE, press the  button and keep it pressed down. You can turn the camera by using the left analog stick simultaneously. When Jade has her camera, Look Mode also becomes AIMING MODE, allowing you to zoom in precisely or shoot a projectile.

In some cases, you may need to REPOSITION the camera quickly behind Jade. To do this, press the right analog stick.



COMBAT & SPECIAL ATTACK

Jade fights her enemies and the creatures who inhabit the planet Hillys using her stick, the Dai-Jo. The Dai-Jo also serves as a focus to exteriorize the power that sleeps in her and generate a Super Attack.

STICK FIGHTING

To strike with the Dai-Jo, press the  button. When fighting several enemies simultaneously, you can use the left analog stick to direct and distribute the blows. The variety of blows struck is determined automatically, depending on the direction taken.

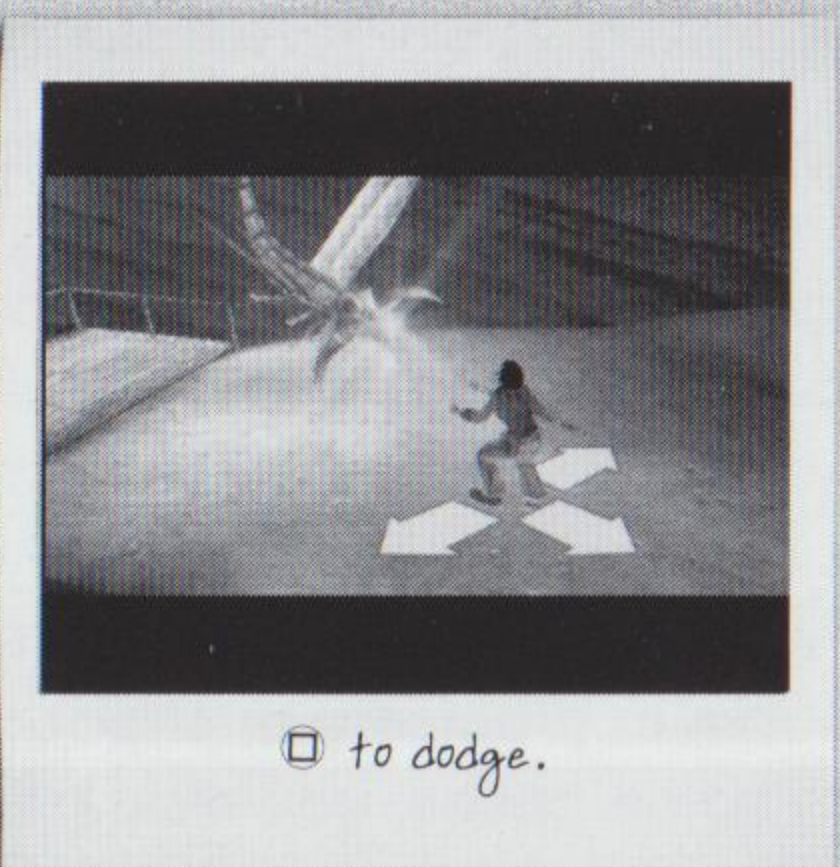
Depending on the frequency with which you press the  button, Jade can shift into a whirlwind attack that is faster and more powerful.

SUPER ATTACK

When Jade is not in motion, she can concentrate and release an energy discharge which affects all the enemies in the zone. To trigger the Super Attack, press the  button and keep it pressed down for a few moments, then release it when the Dai-Jo energy has built up.

FIGHTING WITH COMPANIONS

The companions take part in the fighting of their own accord, whenever possible, but each one has a particular attack mode and awaits your orders before using it. In some cases, it is vital for Jade and her companions to cooperate well if they want to gain victory in a fight. To ask a companion to use his Special Attack, press the  button.

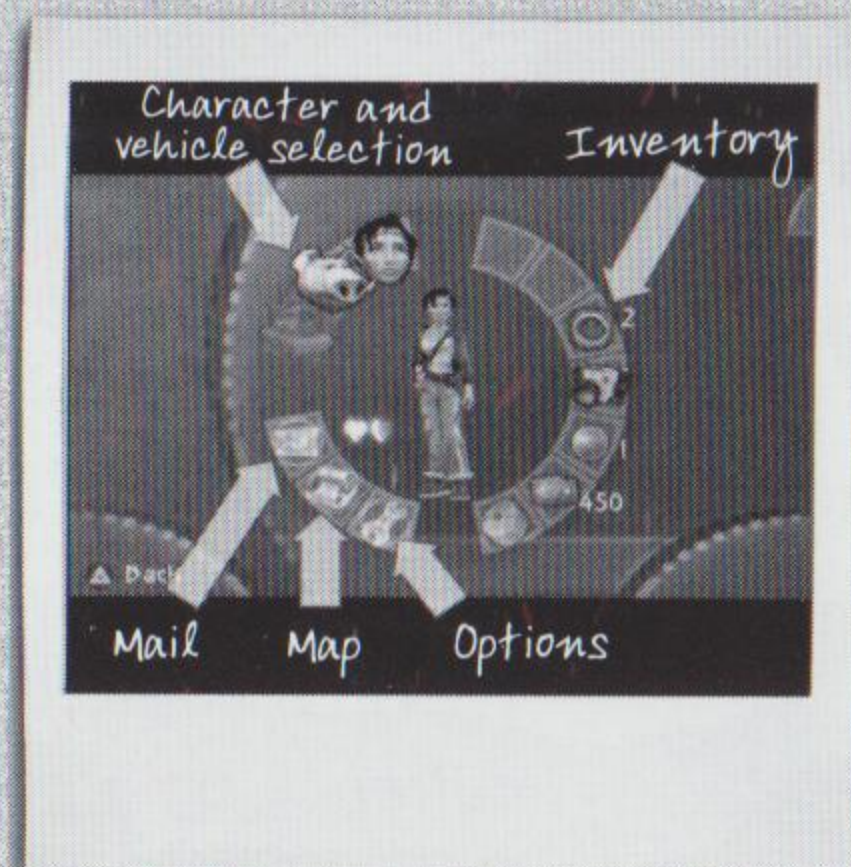


 to dodge.

THE MAIN GAME SCREENS

MAIN SCREEN

From this screen you can access inventory menus, Jade's main accessories, the companions' inventories, vehicles, as well as e-mail, objectives/cards and load/options menus. Move the cursor in the spiral using the left analog stick and confirm your choice by pressing the $\otimes$ button. Press the $\triangle$ button to go back to the game.



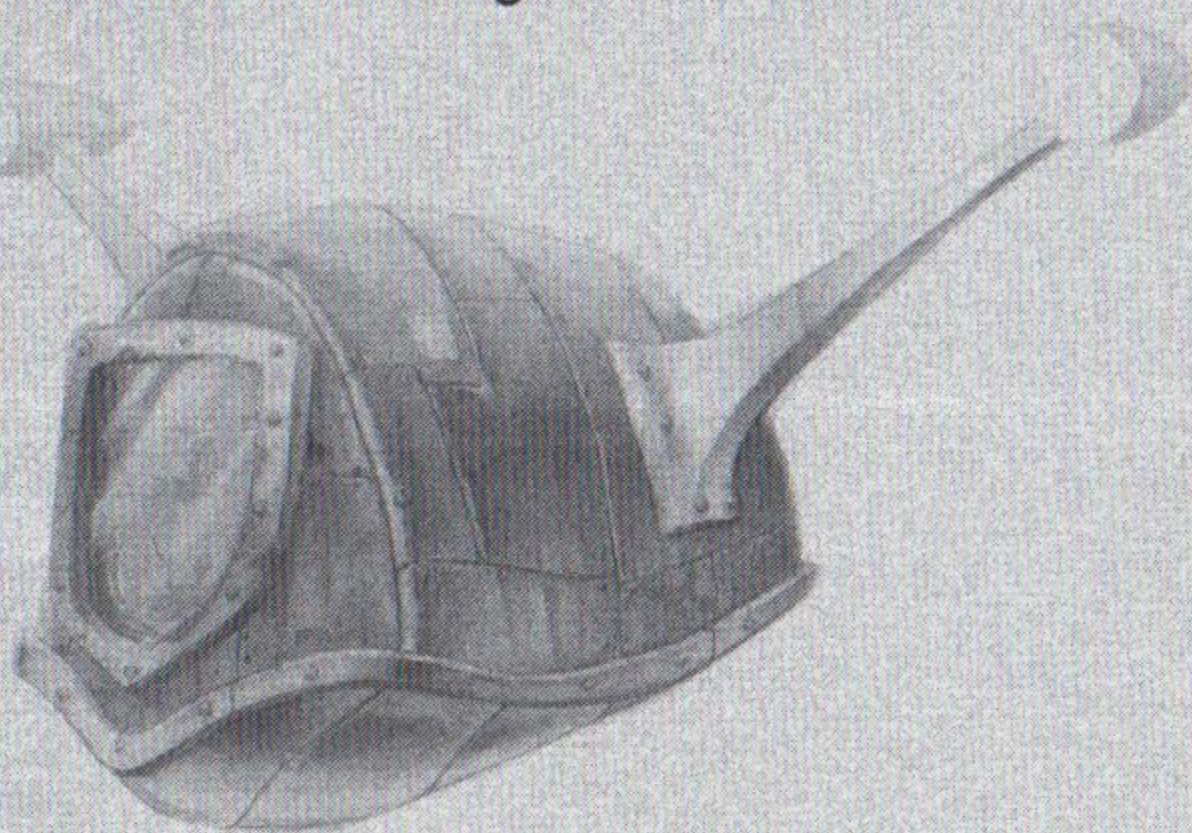
BAG

The bag contains all the objects found by Jade. Move the cursor in the spiral using the left analog stick and confirm by pressing the $\otimes$ button to open the bag. Small arrows at either end enable you to scroll through the different pages of objects. You may also give an object to a companion, or vice versa, by selecting it and dropping it onto the character icon of your choice. Press the $\otimes$ button for information about an object. Press the $\triangle$ button to go back to a previous page.



REPORT SCREENS

To consult the progress of your current reports, select the Camera icon and validate with the $\otimes$ button. You will then access the different icons corresponding to your photo album and the different reports, whether finished or still under way.



THE MAIN OBJECTS & ACCESSORIES



CAMERA: This is more than an accessory. It is Jade's main tool of trade. It can stock and transmit photos and reports, receive information and e-mails, and a database also provides information about objects or creatures that are in your line of sight. You may also scan maps and record them to help you find your way about.



PEARLS: Pearls are objects of great value, used as an unofficial currency by a good number of Hillyans. As a matter of fact, some storekeepers will only accept this means of payment. Jade must accumulate as many pearls as possible to buy the equipment she needs for her mission.



CREDIT CARD: This card automatically stores all Materia units won or found by Jade. It must always be presented when you want to make a purchase.



STARKOS: Starkos are like synthetic bread rolls, and they're very energy-giving. They restore 1 heart of energy. Jade can give Starkos directly to her companions in the game. To do this, select the Starkos with the directional buttons, approach your companion and press "give" with the  button.



K-BUPS: K-Bups are high-energy food for Hillyans. Consuming 1 K-Bup restores all your energy. As with Starkos, you can transfer K-Bups directly from your inventory to a companion's inventory by approaching the companion and pressing the  button.



AP-1s: AP-1s are physiological accelerators which increase your physical resistance. Each AP-1 you possess increases the life gauge of Jade or her companions by 1 heart. It is possible to possess several AP-1s.



MECA-IMPULSER: These are mechanical versions of the AP-1s which increase the resistance and armour-plating of vehicles.



GYRODISK GLOVE: The glove generates and projects small disks of energy which can activate mechanisms from a distance and may sometimes even affect small animals. The variety of uses to which they can be put is only limited by the user's imagination. To use the Gyrodisk glove, press the **R1** button to shift into Camera/Aiming Mode, use the sights to target your object and press the **○** button to fire.



KEYS: The Keys are the coded magnetic passes used by the Hillyan army. There are various kinds, each specific to a particular type of lock. Jade must get hold of several of these keys in order to infiltrate certain secret places.



TICKETS: These little cards are generally used as memos for codes and other things.



ANIMAL DETECTOR: This long-range detector, linked up to your database, is very useful. It detects and analyzes the presence of animals or creatures in a zone and shows you where they are on the map.



MDISK: Mdisks are the memory disks commonly used on Hillys for information storage, e-mail and other messages, databases or simply as daily newspapers.



PEARL DETECTOR: This long-range wave scanner analyzes the sound frequencies emitted by pearls and shows you where they are on the map.



STRENGTHENED SUPER ATTACK: This accumulator allows Jade to increase the power within her. When she possesses it, her Super Attack is more powerful and generates bursts of energy discharges.



BOOST: These super-fuel capsules make your vehicles accelerate suddenly for a few seconds, multiplying their speed by 3.



PODS: These small drones are very useful and enable you to repair your damaged vehicles.

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If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have e-mail access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905-482-0109. Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

AUSTRALIAN TECHNICAL SUPPORT

Technical Support Info Hotline

1902 262 102

(calls are charged at \$1.98 per minute including GST. Higher from public and mobile phones).

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UK WARRANTY

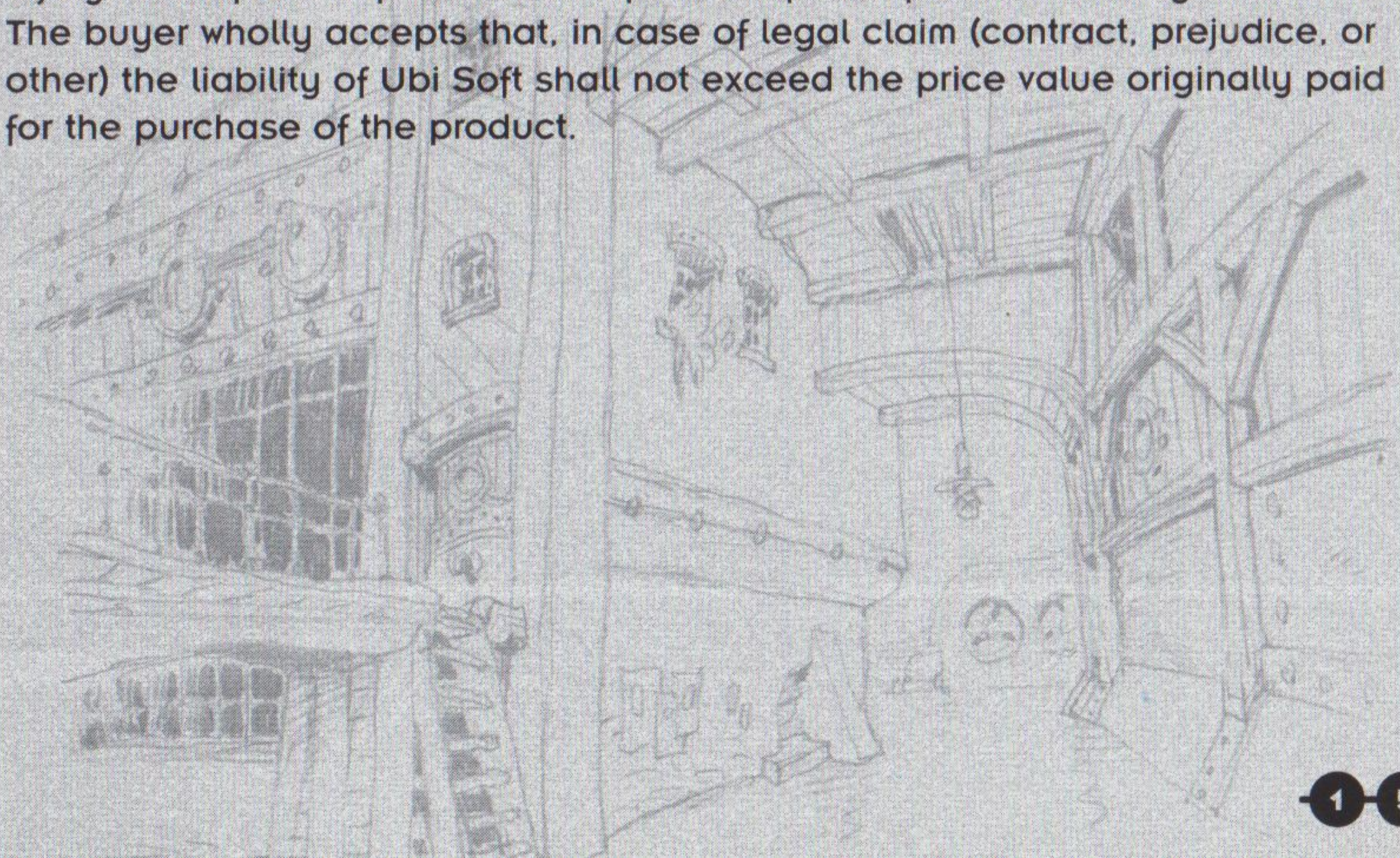
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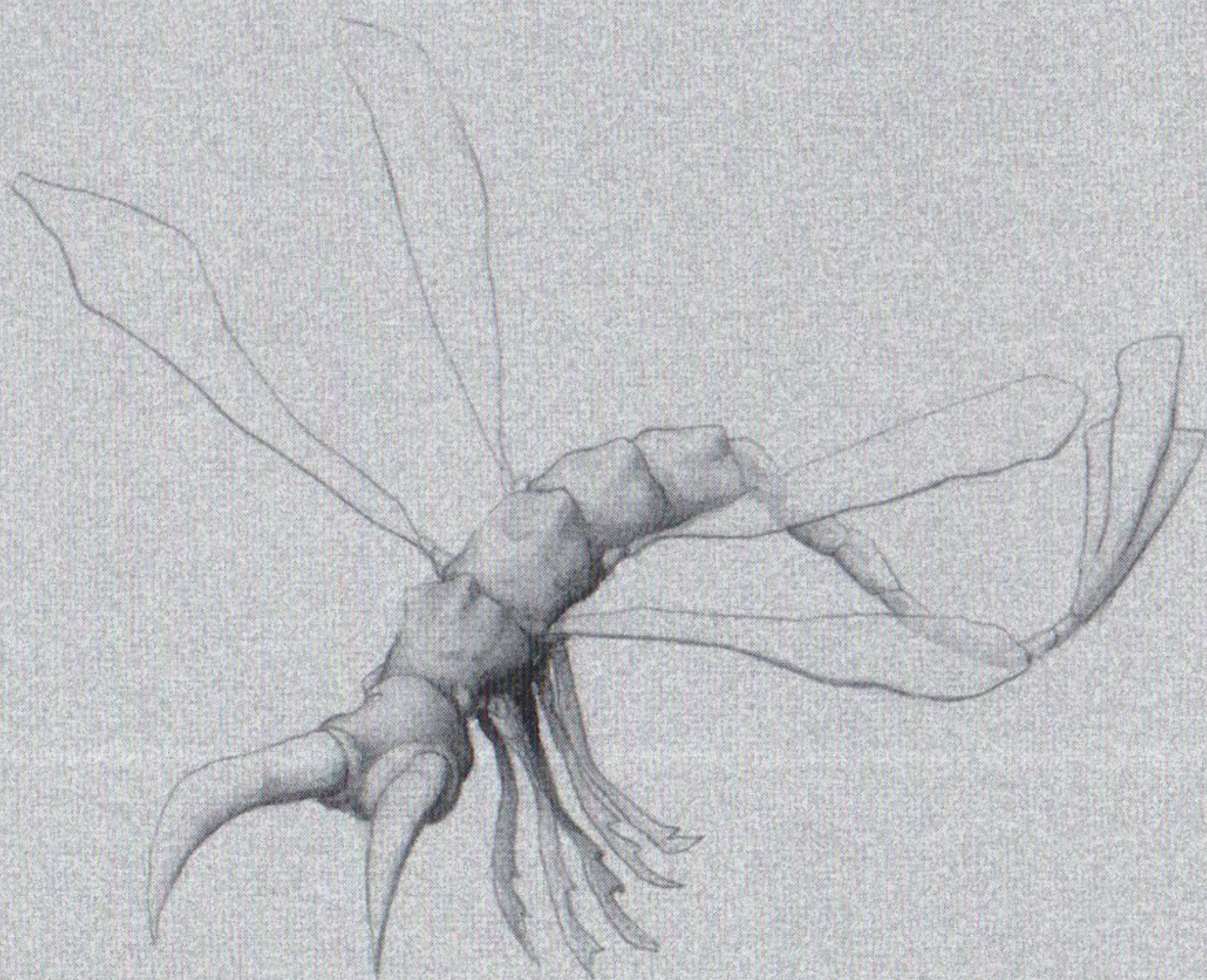
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0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** _____ **011 516 406** _____

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** _____ **33 26 68 00** _____

Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** _____ **0600-411911** _____

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** _____ **0820 31 32 33** _____

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• **Malta** _____ **21 344700** _____

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National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** _____ **820 75 050** _____

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• **España** _____ **902 102 102** _____

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• **Sverige** _____ **08 587 822 40** _____

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• **Suisse/Schweiz/Svizzera** _____ **0848 84 00 85** _____

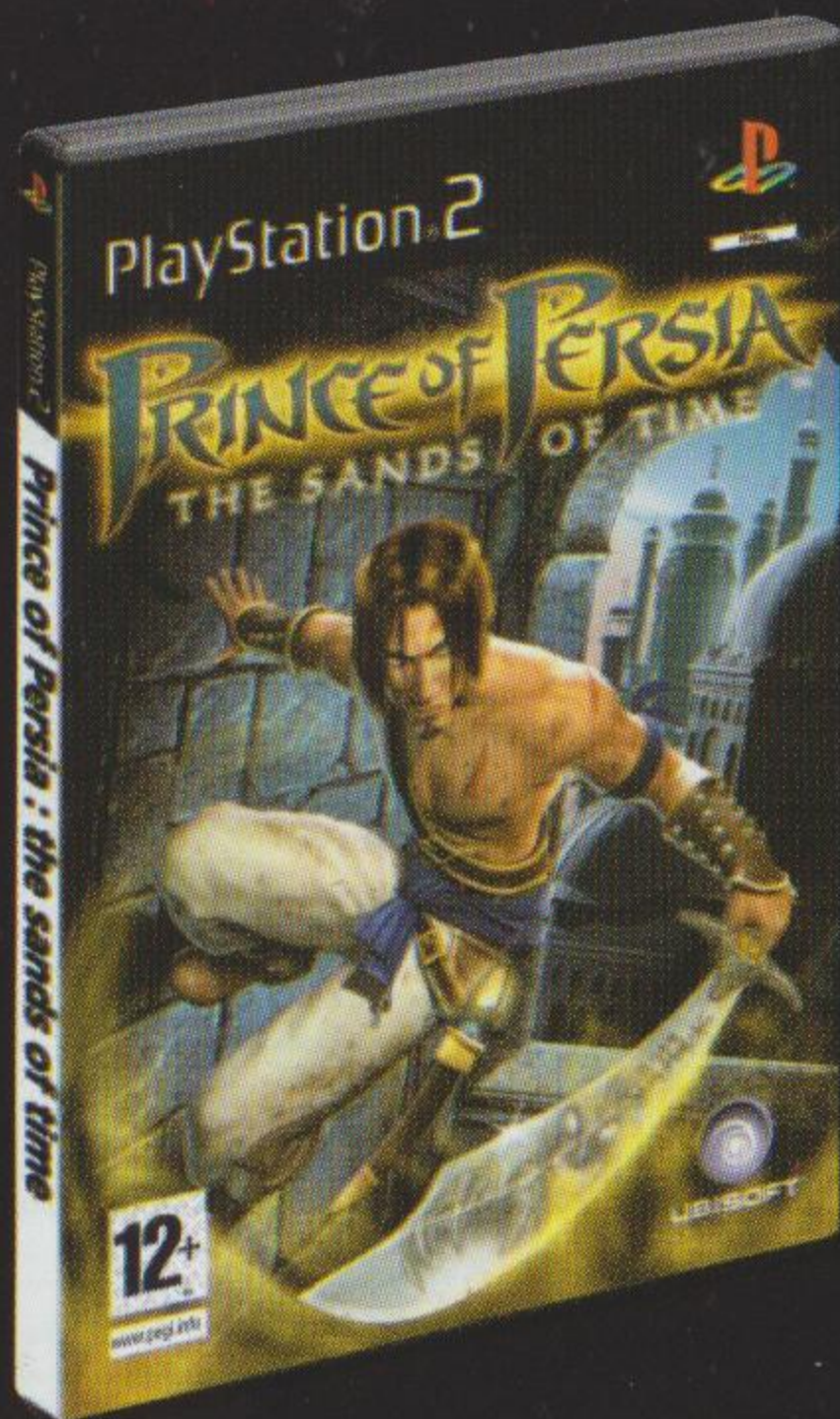
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• **UK** _____ **08705 99 88 77** _____

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